

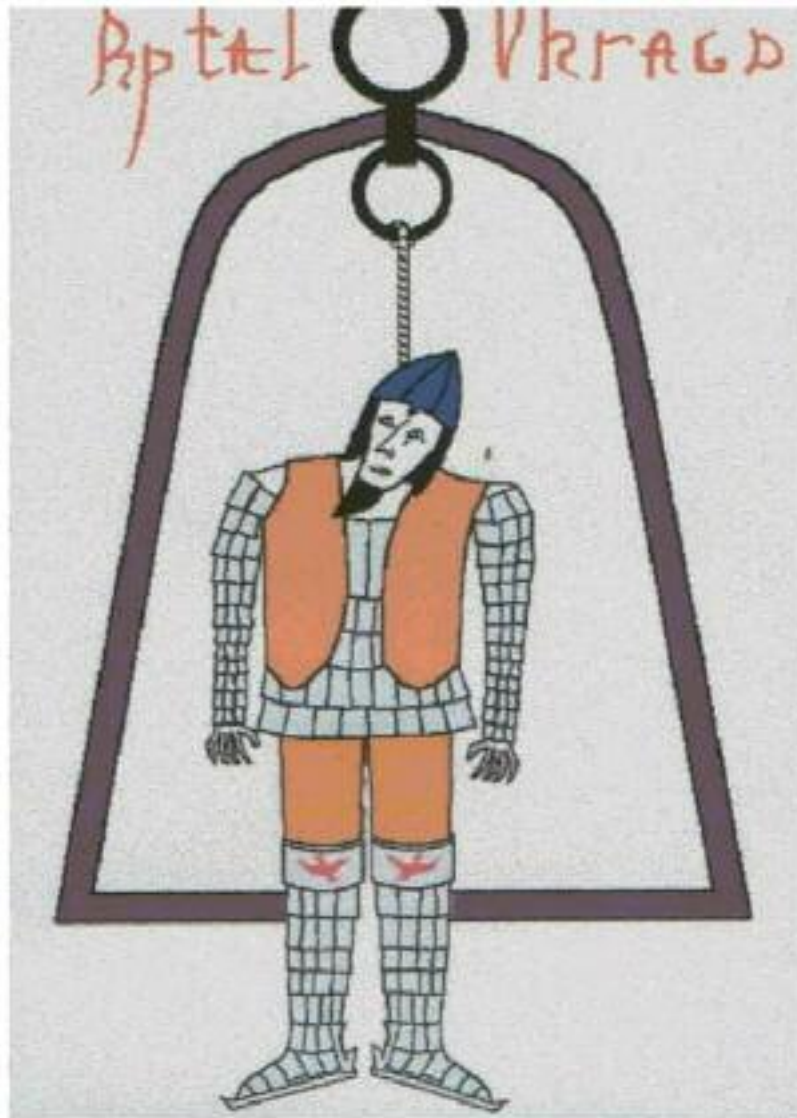
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The Red Book of Appin

Translated by Scarabaeus

*Tractat on black magic
and demonolatry
from the collection of Joseph Appin*



*"For there is no God besides Our Lord Devil,
and He has no other servants, besides the
devoted to Him. Reject light, acquire Darkness,
and reject Christ, acquire Beast. And eternity
shall dwell within thine heart, enlightened
by flame, for from age to age it exists,
and light is not light, but Darkness is."*

Preface

Some say that The Red Book had been dictated by Vlad Tepes himself to some monk Kirill. If it is so or not, we cannot say, but the devil-worshipping of the great romanian general is an unquestionable fact, which no serious black adept can deny.

It is well known that this document, enwrapped in blood-red leather of some unknown creature (according to rumors , that was one of lower demons, invoked by Vlad specially for this purpose), was kept by the english merchant Joseph Appin (from this comes the title of the book), who died in 1689 and bequeathed to bury it together with him.

Having accomplished their father`s behest, two of his sons afterwards digged his grave out in order to get the access to the source of terrible transcendent knowledge, but found no book there.

It is possible that the book had been stolen by some offspiring of Vlad, and since then it was imparted from father to son until the year 1869, when it got into the hands of the Hungarian secret community <Tremalosh>, which afterwards turned to one of branches of the Great Black Lodge under the abbreviation A.C.C. The copy had been imparted to the Pontiphic of the Lodge Johan Kellenheim in 1901 and translated to polish and german.

The further destiny of the original is unknown. It`s written in the purest version of the enochian language, in comparison with which the language of John Dee is just a pitiable senseless murmuring, and not with enochian symbols but with latin letters, which confirms the version of writing it by the monk, unfamiliar with the Heavenly Language.

We thank N.S.T. of G.B.L. for the help offered.



A.M.C. Vendetta

Part I

In the year 1461 I had a vision. A horseman dressed in red arose before me and told me such words:

<Thou art an offspring of the Great Beast, who has come onto earth with the message, of He who was known amid people by the name Attila, the Leader of gunns.

Reject the Crucified, for he is a filth, and follow the way, which your ancestors did follow. Worship the Princes of Darkness and serve to Them.

I'll give you the key from seven Wells and Holes of the Abyss and Twelve Sources in its base, for the name of Mine is Builder of Tower and Hunter, not knowing mercy.

Follow me, My Son, holding rituals and spilling blood, into the land where evening and night never ends.

I'll give you the Sign of Sunset, and my seal shall be on thine forehead.>

And the words, pronounced by the horseman, showed me the way, and now I will tell you, son of human, about the ways to invoke the powers of Darkness and to converse with Them, to bring gifts to Them and to accept gifts from Them.

All that used to be done long before the repulsive birth of God's Son and will be done to the desecration of his miserable name.

First of all, learn the three rules, that must be fulfilled.

First, never ask demons for help when your heart belongs to the church -- They hate this kind and make everything to destroy them.

Second, blasphemy during the rites cannot be superfluous, just like prudence and diligence with which you get prepared for them cannot, too.

Third, He who stepped onto the path may never escape from it and may never betray another wizard, and furthermore he never may betray His Lord Prince of Darkness -- such are doomed on the punishment so dreadful that all the unholy folk, deprived before His Face and wandering all over the world in search of a prey, fall down of fright, just heaving heard of it.

Wizard has no family, for his kinfolk will be like a cattle for him. He must be ready to kill his wife, son or daughter, when it is demanded by the rules of the rite and never pity them, otherwise he breaks the third rule, betraying the Lord, and his life will turn to bitter, and demons will turn away from him, and after his death will punish him.

Death does not frighten those who fulfil the rules -- some even avoid it and live at the boundary between light and shadow for long centuries, until the Spirit of Flying Dog come for them, to bring them to some distant land.

To become a wizard one must first of all reject the church of god. Attend to a cemetery or another place where human bones rest or to the walls of a temple of god and say so:

I curse thee, Jesus from Nazareth
Slave of a slave, brat of a whore.
Shall thine sufferings be strengthened
And shall they never end.

Cursed be God the Father
Cursed be God the Son
Cursed be God the Holy Spirit,
For ages of ages

Ya Ya Varacclaa Dezerbet Xuu
Abraxas

Ya Namosh
Baalsebub
Astaroth
Moloch
Exat

(in the name of Beelzebub, Astaroth and Moloch shall it be thus)

There are also the words of denial in <Sinichias> by Veron : < Iisus Kenos Xavatrabes El Tartari Ashmodey Baalberit Zariatnatmic Maimon Te Stauros Zarrafrom Amen>.

(The legendary black wizard Veron lived on Cyprus in V-VI centuries of our era. Practically no credible information is remained about him. The authorship of some tractat <Sinichias> is attributed to him, which also hasn't survived till nowadays.)

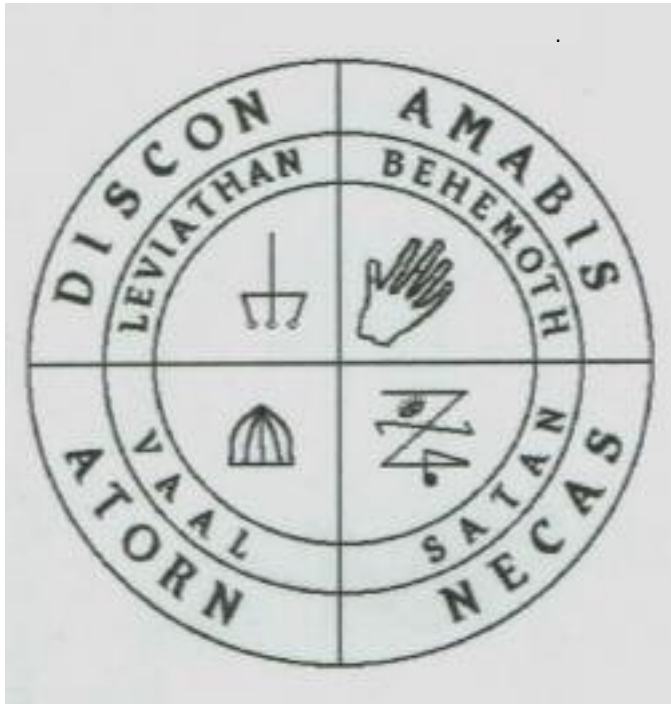
(Zarrafrom - the word of eternal damnation, used by grec black wizards and is analogy for the kabbalistic word of evil Nimmerzeth.)

There are also many others, but I will not narrate about all of them, for by thousand ways the contemptible bastard had been cursed in his mother's womb by demons who know all things from the first to the last day of the world, witches cursed him in places unoccupied by humans, and wizards who knew that he must come did so , and hundreds of books won't include all the curses pronounced by them.

Now I shall tell you how the ritual Numitor, or initiation, must be carried out, when the one who rejected Christ becomes a follower of the wizard.

For that, let him go by the path, carved by wild boars in a silent forest, at night before the Ivan's day, for wizards often use to wander by this path on such a time. Having met one of them, shall he bow three times before the wizard and three times claim his denial, and also his intention to become an adept.

The wizard having touched his forehead by his hand will verify that he really denies. Whoever deceives wizard will be killed by wizard.



After that the black wizard will lead him to a valley where grass doesn't grow and draw on the ground a circle so that the hand and the trident face the north. He stands with his back facing the south and the adept stands facing him, wizard will ask him:

Are you ready to step into the community of the servants of the Darkness ? And the adept must reply: Yes. Are you ready to follow me in everything I tell you ? And may the adept reply: Yes. Are you ready to be cruel and merciless, not to love your fellow and in everything to listen to me, until I tell you otherwise ? And shall he reply, as before: Yes.

After that the wizard will wound the left hand of the adept with his dagger and give him the name. From that moment on the adept becomes initiated and the follower of the wizard, and will obey his Teacher till the day, when the Teacher goes beyond the limit, dividing day from night, and only then the adept will become a wizard.

Now I will explain in details the inscriptions and symbols in the circle, for they are very important.

The side of the circle facing the north is its upper side, that which faces the south is its lower side. The circle is divided to outer, intermediate and inner parts. In the outer part there are shown Powers who witness the initiation , in the intermediate one are the names of Superior Demons ruling the elements and connected to these powers, in the inner part are the signs of the four manifestations of the Beast sheltering and protecting adepts of the Dark Path.

Here are the inscriptions of the outer part and their meaning.

DISCON in the upper left denotes the pure Evil, the Face of Samael, the Superior Angel, having existed before any beginning in the Universe, the Destroyer and the Prince of Vengeance. His power eliminates without traces the filth of god, for it is ununitable with him and will touch the adept.

AMABIS in the upper right is Abyss, Mother, The Goddess Lilith, Terror Defeating in the Dark, and worlds tremble of Her breath. Crimes and diseases are under her power, and death of infants she brings with her, and her power will touch the adept.

ATORN in the lower left is invincible might of the powers of Evil, all faces stand behind Her. She will sweep away the cities of the righteous and shelter the unholy from the wrath of Dogs of God, by wind She will dissipate them. By flame of hatred for god She shall purify the adept.

NECAS in the lower right is the underworld, the land of eternal dusk, where the prayers of the outcast searching for favour of the Princes of the Darkness are raised up to the burnt heavens, and on the lost pathes there wander monsters. The face of Satan and of Moloch, The Lord of Suffering, and of Nergal , their regent, demon of war, plague and axe. The adept shall worship them.

Here are the four witnesses of the initiation.

The inscription of the intermediate part

Satan the Prince of Air, His Name in the circle coincides with the underworld, for he is Pain purifying. A turn of the key will place His Name together with the Face of Samael and the gates will be open.

Leviathan the Prince of Watery element, the Lord of Mirrors. In the circle He is placed together with the Superior face of Evil, for He opens wide the eyes of those who crave to behold Him. A turn of the key will place His Name together with underworld and the gates will be open.

Vaal the Demon of the element of Fire, is placed together with the power which burns to ashes, for He is the purification and the death of the righteous. Under His power are lust and pride which are eternal satellites of a black wizard.

Behemoth the Demon of Earth, coincides with Abyss, for its gates are in the undermoon world which He rules. He is the fearlessness and the halt of the unholy, and the Strength of Theirs.

The signs of the inner part

Hand denotes Kain, the most ancient from the Four Incarnations of the Beast, the Black Horseman. He ruled nations and wrote the Book, unfolding all the wisdom of Evil and accessible only for the chosen marked by the Seal.

Helmet is the sign of Nimrod, the Red Horseman, whose Messenger was my brave ancestor (Attila). He is the warrior who leads troops of barbarians to the storm of the castle of the righteous, to destroy it and get fed with blood of miserable sheep and deceiving pastors.

Trident the sign of Assur, the White Horseman, giving richness and luxury, who wins in the Meggidon. He is the King full of dignity, splendid by his looks, skilful by his speeches, but dreadful is his wrath.

Key is the sign of the Golden Horseman, King of Kings and Lord of Lords, his Name is Berodach, the Ruler of Babylon, punishing severely, speaking in a lofty manner. Merciless for slaves, he is still merciful for the masters as long as His will is fulfilled.

That is the meaning of the inscriptions and the symbols of the Circle Numitor

But he who wishes to step onto the Path might be as well initiated by himself without a wizard. This way it must be done:

Go into woods on a night of a newborn moon, being dressed in black. Make the sign <Tau> of iron or copper and hang it onto thine neck. (Not the Hebrew letter <Tau> but the symbol of eternal damnation in form of inverted letter <T>) Take with you a black hen or any other animal for sacrifice. Don't light a fire, for Thine Lord is not a god of the living.

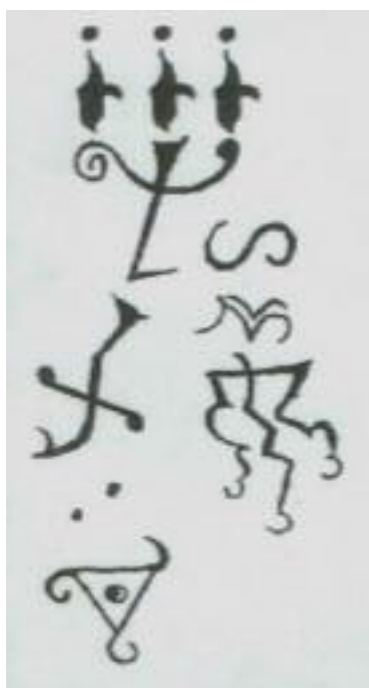
Make a hole in the ground and stab thine victim over it. Eat its flesh and drink its blood. After that prostrate downwards, placing thine arms crossed, head to north, and in such a configuration dwell till the dawn, for Thine Lord walks in the Dark and horrific is to behold Him.

This method is very dangerous, especially for those who are cowardish and use to forget the rules namely when they should remember them.

Part II

Amongst the Superior Demons and Evil Spirits never exists the One who would exceed all the rest by all qualities, therefore they all are the Lord and the Ruler, and there is no chief among them, but there use to be the qualities prevailing in one of Them, and also that are present in one but absent in another -- that is the principle according to which the Powers of Evil are divided in tractats of black wizards, which is called the Iron Tower or merely Tower.

I will reveal this to thee. First, I will tell about Superior Creatures, having seals and having no seals.



SAMAEEL is the Superior Evil Spirit, unborn, uncreated, eternal, the darkness with no ray of light.

He who invokes Him sees Him as bottomless gloom or manifold of iron arrows flying towards him, and sometimes He comes like a man of low height dressed in black coat, with very hostile exterior. His images are a drawn sword covered with dried blood, His qualities are total obliteration, highest hatred and blasphemous holiness, therefore about those who firmly follow the rules of devil-worshipping it is said that they are protected by Samael.

His word is the law for demons of all the titles and of any origin.

Only the mightiest magicians have power to invoke Him, who are born only once in a generation.

In order to address (invocation is a procedure which requires opening the gates between the material world and the domain of dwelling of the creature at the adept's will, whereas addressing doesn't require this, here only the contact with the Creature on the spiritual level is concerned. Only two cases of successful invocation of Samael are known: in XV century by Ioachim the betrayer, and in the beginning of XX century

by a russian adept Vasily Ikonnik, whose invocation of Samael was one of the supernatural causes for the consequent world collisions) to Him one should take a skull of a grown up man, absolutely complete and undamaged, having it put onto the altar of black stone in a deep dungeon, having depicted the Seal with blood of one year lamb on the western side of the altar.

The invocation of Samael (for addressing) :

EL NESHIAH SCAN TSEBEL ESPHOR NOCTARAK
EDATUR NONZITRAEL VACAZAZOCH
HE NEBESUSHTAR STEL NESBAIN SLUU AMEL
ELERTU SFAGN ESPHAMAS ASBENIT VENAR
SEBETH SATASHTEL INNON CAAMON VELROHET



LILITH is Samael's wife, the Goddess of Depths and Worms, the Queen of all the unholy folk that dwells in forsaken houses and in river shores. She brings to the world beasts of prey who are hostile towards humans. One can see Her as a splendid naked woman with luxurious hair or as an oldwoman dressed in black. Lamias, murderers of children, obey Her. Her images are marine shell and spider. It's quite easy to invoke Her, but this doesn't diminish the danger of ritual in any way.

With soot mixed with ashes draw on the ground near a river or a lake a line seven times turning counterclockwisely and in the middle of the figure depict the Seal with fresh human blood. The beginning of the line and the trident of the Seal must face the north.

Prepare such a mixture for smoking:

Owl's gall 1 part, verbena leaves 7 parts, black pearl dust 2 parts, myrtle and incense each by one part.

Stand by the southern side of the figure and having light this mixture in a cup of copper invoke.

Invocation of Lilith:

OEOS ACAPHOSH NYOT ZELESH
ISTVAMAN TENEB NSGIAH ATOMOR
NE AMMITABAS NORZEBR
EYATTAN KELOSH TSABELMES

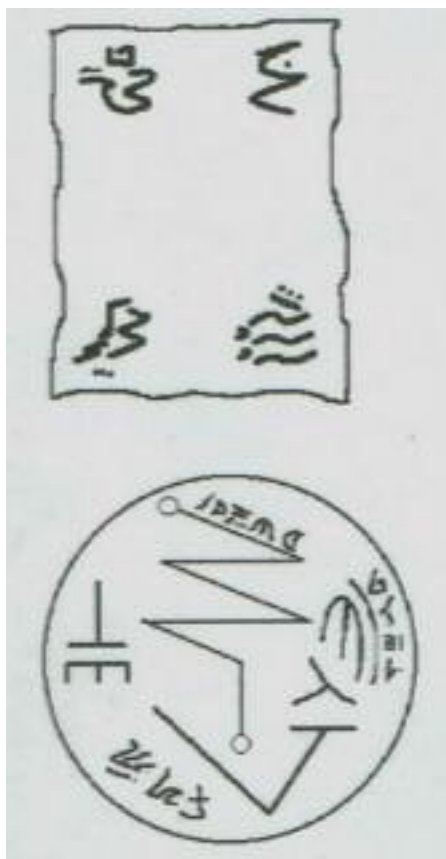
NRIOZT HANANEF FTAA EOS GHAT

BAALSEBUB the Prince of Darkness, the Lord of demons, the Original Evil. His fury has no boundary and His Power is endless. He might appear as a horse's head, a huge bee, or a naked man without skin, or as a high tree. When a Christian invokes Him, then he can't avoid death, even when a ritual failed and no one appeared, he will die later.

He belongs to those, whom neither god nor his servant may never resist. The method of the invocation of Him is very complex. This Creature has no Seal, for no sign drawn by human hand can depict His horrific essence.

A crystal of quartz, amulet of Qaasimol, a ring of pure gold with Azazel's name carved on it, a silver chalice and a belt made of virgins' hair are needed.

And also needed is piece of black material in the corners of which the following signs are sewed:



Also needed are a grown up man having reached the age of 25 and not exceeded the age of 30, and a black dog with smooth hair.

Prepare wine for ritual. It must be kept within a week, with faded lilies of valley, seven torns and seven peach leaves added.

Amulet of Qaasimol must be made of silver and initiated at night before Wednesday. Mars must be seen in the sky then. Go to a forest, having taken it with you, put on the ground and fall prostrated before it, with your head towards the star and with your eyes shut scratch the ground with your nails and scream loudly the spell <Norfazrafn!>, until you have heard the deep roar from below the ground. Then rise not opening your eyes and run around the circle in the counterclockwise direction, keeping

on screaming the spell, until fire has been lit up within your head and you have lost your senses. Having come to yourself, find the amulet, hang it on your neck and leave this place.

Now start the action. The ritual place should be a stone room without windows, no less than 40 steps in length and in width. The man chosen for sacrifice must be shellshocked and tied down but so that he would soon come to himself, for the worthless soul shouldn't hear your invocations and beg for mercy before the face of the Walking Prince, but before his death may his brain be clear.

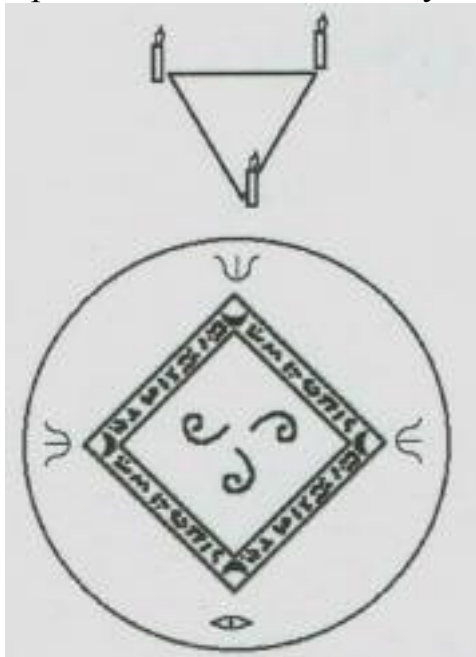
Pour wine into the chalice and drink from it with such words:

ABEA SKL NERRAZATAF SHOKMAEL BEATAS
IN CARNEBIS MAZMIZEIM ETER
ARTA, ARTA SCAMO BEBELOS
VO ERIT ! ABILSA ZEIDA NOTTERIAH
AMISCATON TETEAB ANOPHRIS GAADAAT ECHINCH !
ZEIDA ZEIDA LAMMOS KTAN !

The last line pronounce four times, then seeing that the eyes of the victim are open and full of dread pierce his heart with the dagger, having driven it between his ribs.

Then let the dog lick away the blood from the wound to the last drop, and as it has finished this, kill it with the arrow with iron point.

With a piece of coal draw the circle, the triangle to the west of the circle and signs inside the circle, at the angles of triangle put three candles of black wax, and in the center of the circle dig a column into the ground and hang on it the corpse of the dog by the rope of unprocessed leather. The corpse of the man place inside the triangle, on his breast put the material and the crystal.



Put on the belt, and put the ring on the first finger of your left hand, then step into the circle.

And then, pronounce the following spell:

OROROS GALGAL BARRAZOM
BARBATOS KL ATOTEF NOAH
APAS NATAMOS APAS BAALBERIT
EKRON AZ ZAFEA NEFERTUM
NHASH EN ALGATARON AXOXOA VER
MAETETTEAM
TSAF TSAF TSAF
AEAHM

You will hear a beastly growl from all the sides, the candle flame will turn to blue, and the room enlightened by the candles will dip into gloom. A bloody light will go from the crystal on the deadman's breast and you will feel how He who is named as the Lord of Flies is drawing near, and you also will feel the deadly chill and will not be able to move from the place.

When you see Him, don't look straight at the Image but aside, in order that your eyes wouldn't drop out.

The Prince of Darkness might fulfil your request, but don't ask him for power or riches, for there are other rituals to achieve that.

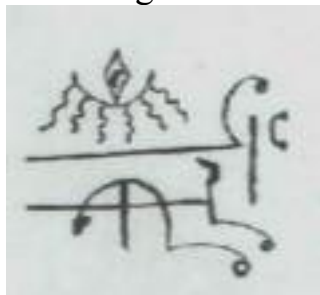
ASMODEUS the Demon of seduction, lie and deceit, the Keeper of the treasury of underworld, appears in the image of King in luxurious clothes, might gift with riches and power all those who address to Him. His sign is a lit oil lamp. Wolves and leopards obey Him. He is the lord of Werewolves and Genii of the seventy two (the highest reasonable creatures of the astral plan). He must be invoked in a room whose walls are covered with red material and on each one of them the Seal should be depicted, having mixed soot with water, in which an innocent infant had been drowned, the altar must be pentagonal and on it stirax and ambra must be lit up in cups of copper.



The invocation of Asmodeus:

SELOR ZETASTU VOTR KENEB
TESEABON KL ATONOA NINGEL VARANTAR
YATATUR BABANNIM KATABESH
SORONOROS

ASTAROTH the Lord of Transformations, the Lord of the Dead, the Protector of sorcerers who search for gold. His image is rain of pus, clouding gloom and black vortex with light from within.



Under His power are gates and boundaries between the worlds and He might open them. No other request He would fulfil, and when it's been pronounced He would tear the wizard into pieces. He must be invoked in a dungeon with a special mirror made of hexagonal piece of human skin placed into a frame of copper. On the one side of the mirror the seal should be carved with heated iron, the other side serves as a place that the wizard must look at. The skin must be driven from the back of a slave having escaped or a robber, after that they must cut off his arms, legs, head and penis and the pieces of his body must be drowned in a standing water.

Having sacrificed a black lamb, pour the floor of the dungeon with blood from its body holding it by its back legs so that it turns out a circle broken in its eastern side. Before the invocation put on iron shoes.

From the lamb's head produce brain and eat it, and its head burn in a bonfire. To sustain the fire use a coffin where a deadmen was lying no less than three months.

Having done all that enter to the circle and take the mirror with your two hands by the frame not touching the skin.

The invocation of Astaroth:

YA NUCAR ZFON ISMALOS GHOSH
AYNZUMEIN TEITOSHURAR ANACIS TLEX
ZERABTU SCIMMEBELIAYAZN VTA AKL
ESPHAMEN AZ NUCILTOR VAZITER
NENZOTM TLAFF KARONASH EMERTU
XENOBAS UTTAR NENEB VA ILZEBETH
YAVONESH HE

Having these words spoken you will see in the mirror jaws full of teeth as if they were knitted of gloom. The dungeon walls might vanish and there will be gloom behind

them , where the Image of the Lord will arise. Don't lift your eyes, look up from beneath your forehead but also don't turn away in dread, otherwise you will die.

MOLOCH the Devourer of Infants, the Merciless Vengeance, the Superior Ruler of underworld, the Lord of burnt souls.



His qualities are the highest cruelty and Steadiness, his images are iron furnace and huge dried tree. It's impossible to invoke him, for in the world there is no place large enough to be occupied by his nature.

His seal depicted on a house's door brings to it disasters and death, and when it is depicted on a piece of your enemy's clothes it brings him a horrible death. Simple and horrific is its meaning. The five triples hidden within it are the numbers of birth of death, but not of life.

ADRAMELECH the Judge and the Hangman of underworld, the protector of tyrants and suppressors. His image is open book. He might arise as a wiseman dressed in black with shaven head. He has no Seal, because he incarnates the faceless and nameless side of Evil, and it is ever penetrating. There are no special methods of invocation of him, therefore usually the Bell of the Evil or a human sacrifice by all the rules. Rats obey him, he also reigns over the hunger and the dry.

Satan the denial, and **Belial** the treachery are the two facets of **Samael**, but not the Original Evil Spirits. The image of the first one is black cock, the image of the second one is human with wings. One cannot invoke them, for they can't manifestate in flesh, but he who prays to them addresses to **Samael**. The prayer sounds so:

GEKAS GEKAS ESTE BEBELOY

The helpers and the regents

These are the Beings of the Second Face. They obey to the Superior Beings, but it is under their power to do whatever they want to humans and some kinds of the unholy folk, therefore it is useless to beg the Superior Beings to soften their wrath when it takes place.

None of Regents have Seal but some of them have Sigel, i.e. the sign which a wizard must learn to see birth his eyes during ritual having not depicted it.

The method of invocation of regents is one. For that on the uncovered ground one must draw a circle leaving a gap on its eastern side, just like in the case of **Astaroth**

invocation, take an octagonal mirror made of bull's leather without frame, draw a triangle in front of the circle, like in **Baalsebub** invocation and in the same way to place candles in its angles. Stab a white dove or a black hen and pour with blood the angles of the triangle, for spilt blood opens the gates. Then stand in the circle and proclaim the corresponding spell, staring into the mirror and addressing to the Creature via the Sigel. The best time for a ritual is night before Tuesday, Thursday and Saturday.

Here are the names and the qualities of regents:

NAAMAH the Queen of fear, the Queen of the Undead, she rules the Night and all the nocturnal creatures.



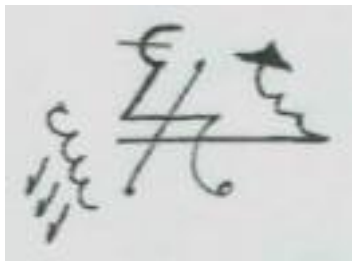
She appears as a woman half naked with the body of thunderclouds colour, with crown and precious necklace on her neck. One should not offend Her with silly questions otherwise one would immediately turn to an oldman and die. Her touch bears for the initiated might and the ability to converse with werewolves and vampires in their native language.

The invocation of Naamah

NIBES VA ESTER NEMETT SCAMMON TZETALARON
SEHENECH NUTAR ZEBELTU TSATSHATR
EZARABAH VATRISH XALA XALA EA STORR NEBIS

The most favourable time is night from Tuesday to Wednesday .

TYPHON the Lord of storms and hurricanes, appears as white snake.



His touch might bring the prophetic gift to the initiated. He who invokes Him often might experience a strong horror and might escape from the circle but one shouldn't do so, otherwise he's doomed on death. He will be ripped and eaten.

The invocation of Typhon:

ATARABESH SLUU KERT
TE ARTUTAN YA TENARAMAR KHOOS
EIAHAOZ REBELSUT NECAFOSH STERB AVENOSH
SOCHET NISTAMALOS ARAI.

Any appropriate time is good to hold the ritual.

INHABULOS the Dweller of Limb, the Outer Circle of underworld, the Lord of nightmares and horrific visions.



He appears as white horse. During the invocation there is a risk to go mad. He also rules the leprosy disturbing the mortals. The best time for ritual is night from Tuesday to Wednesday .

The invocation of Inhabulos:

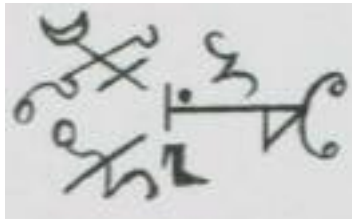
ISHMARAYAS TSELABAMAS NOEPHRIS AKANAR
VASTER TSASHAB LELEH ENARTU ROAH ETAPHOS
YASTU NARRATU ZEIN ESTEBAR KHAT

ABBADON the Demon of the Void. No one knows his true name , for the name by which he is called means <No One> in the language of demons. Under his power are the dry and the locust and all the disasters suddenly falling onto people. He looks like a malicious dwarf or like a skeleton with pieces of skin and flesh on its bones. He has no Sigel, and will come to earth only on the very last day to take with Him the chosen ones and to overthrow the righteous casting their souls into the waters of Stix or into the desert of the Eastern Limb.

AZAZEL the Guardian, or the Keeper, the Gatekeeper of the City of the dead, i.e. the Inner domain of hell. Since forgotten time he taught people the Black knowledge. Some say that from Him an earthly woman gave birth to the very first black necromancer and there are still his offsprings. One cannot invoke him for he at his own will come to the chosen ones to teach them.

LYMA the helper of Lilith, brings decay, disasters and gares, protects mothers who kill their child to hide their shame. Appears as a black blanket flying above the earth.

HECATA the helper of Lilith, has the Seal.



The Queen of Night, ghosts and spooks. To invoke her one must dig a deep hole in the ground and stab a black sheep over it. The blood is spilt into the hole while pronouncing the spell. She might appear as a woman with three faces, a naked woman with bat wings, and a spinning clod of Darkness.

The invocation of Hecata:

NETATRON CASANAIM ELIS NORMAX EL SOTE DISCON VARAMAR

BELFEGOR the helper of Asmodeus, the genius of richness and luxury. Looks like a wolf-headed man dressed in red with a crown on his head. Willingly comes to black wizards and converse with them. But when he suggests a pact, one shouldn't agree to it not having learnt it diligently.

KASSAN the helper of Adramelek, she protects kings who take incredibly heavy taxes, and sends hunger onto mortals. Looks like a huge rat standing on its back paws, with crown and scepter. One cannot invoke her, but can easily see her in visions.

ABYGOR the helper of Vaal, his name means <having led from nowhere>. A guardian of Limb. He looks like a horseman in red coat and helmet sitting on a red horse. One should invoke him only for the most dreadful vengeance that only can exist, exactly by the same way as he invokes Regents, but not pronouncing any words excluding, possibly, various invocation formulas, and placing into the triangle corpse of a bat, baptized with the foe's name. When the offense is strong he will appear and take revenge, if not then he will drop disaster onto the wizard himself. A Christian may not ask him for vengeance, for he is protected by a miserable and helpless god, and if he dares he will die himself.

This is what you must know about the Superior manifestations of Evil. They use to come with holding the appropriate rituals or even without them, and leave after having fulfilled wizard's request having touched him or having killed him for the wrong acts.

Their touch might remain on one's body in the shape of the Seal or another Sign, or there might be left a black spot on one's skin, like a burn in the shape of palm.

But the one killed by them, may he be eaten, decapitated or turned out from inside, is cursed and won't be reborn until the eternity is gone, and having been reborn will eat excrements along with god's sheep, and along with them spit out drool, until he hears the Voice calling him.

Be aware of this and follow the Way, for there is no God, besides Our Lord Devil, and He has no other servants, besides the devoted to Him. Reject light, acquire Darkness, and reject Christ, acquire Beast. And eternity shall dwell within thine heart, enlightened by flame, for from age to age it exists, and light is not light, but Darkness is.

Part III

(the reconstruction by William Michaelson)

Now I will speak about one of the most mysterious operations, about placing human souls into unloving objects regardless humans' will. Listen to me and wonder, son of human, for after your death this may happen to you too and neither god nor anyone else would prevent it.

First of all it is necessary to make an object similar to human body of the needed size. When there is a need to steal something, it must be small, when there is a need to kill someone it must be large, to destroy someone's house it must be huge, but in the latter case the searched soul must be wicked, otherwise there will be needed a help of those who possess the wisdom of Evil from early ages, I mean creatures strong and dangerous.



A special amulet, made of the alloy of 2/3 gold and 1/3 mercury, hang onto the neck of the sculpture of clay that you intend to use. If to remove this amulet, the sculpture will lose the ability to move.

Make it at night from Wednesday to Thursday, and initiate it with the chief names of underworld:

Askalon, Flore, Neshamusblum, Gorgo, Elias, Atatmos, Karex, Annato, Baalberith, Ktana.

Swear to the princes of the four sides of the horizon and to those who dwell below, and in the air, in toughness and unholiness of their intentions, for there is no success where a follower of the Dark does hesitate. Call to witness of thine sincerity all the Superior apostles of Evil. Then start the operation. At night from Monday to Tuesday be within a four corners room, placed below the level of earthly surface. In order to discover the soul you need use a mirror made of octagonal piece of bull's leather in the size of human palm, placed into an iron frame.

The room must be enlightened by the light of a single candle. Pour some mandragora tincture onto your forehead and look if there appear any images in the mirror. You might see a gloom, enlightened by yellow sparks, or quickly running thunderclouds with lightnings between them. After that before you appear the gates as if made of brass and locked. That means that the entrance into the realm of the dead is

open. After that a gloom will cross the image , like a swampy water, and then you will see the faces of the deceased. When one of them gets closer to you and you will be able to see it well, strike with a whip made of horse hair into the center of the Solomon's star drawn on the floor before you and say these words:

By the name of Qaakrinolaas, Alias, Qassimol, I invoke thee, thief and murderer, who has come to my call, to enter the new body that I created for thee. Such is my will, and so it shall be done.

At that moment the sculpture will give first attributes of life and , no earlier than this happens, but no later than it have come close to you, you must hide the whip into the magical chest, for this whip contains your power over the creature, and when you think that you needn't your slave anymore, burn this whip , but never let him touch this whip, for your fate will be truly horrific then.

(The term <Magical chest> is used not only in the <Red Book>, but also in many other occult tractats of the medieval occident. It is also named <box for keeping the volt>. On its roof magus or necromancer carves his personal seal, and besides that, on its frontal facet (where the lock is) there must be depicted a warrior with sword, on the backward facet is tetragram, on the left facet (with respect to the lock) is a dog's head, on the right is hawk, on the lower facet is swastika with four wings (the direction of rotation is counterclockwise) or the mighty Sinister Magnum.)

In order to give commands, just take the whip by your hands and say what deed your servant has to commit, and he will hear you wherever you are at that moment, but first of all the whip should be placed into the chest and you must announce to the servant that henceforth he must obey you in words and in deeds in the name of the Superior Apostles of Evil.

As for the great sculpture that uses to be done for the destruction of buildings, here must be undertaken a special operation, not resembling the previous one.

The amulet is used in the same way , it must be hung onto the statue's neck. Then the invocation of Abysbel is read, and for the connection a black onix is necessary , it must be worn continuously. The only way to break the connection is to bury the stone in an executed criminal's grave, having this stone placed on his breast.

Having put the stone on, pronounce the words of invocation:

ACHEM LYMANTERIOS NORMAX HEL ZAZA NIAZ DISCON DEI
EMMET
NERMATOS AAB CSAN DEI ALMA ROAH
ET NASTIS AALBET ZARIATNATMIK
NOR DISCON ABYZBEL

In the triangle drawn with ochre an infant must be sacrificed, on his belly there must be carved a hexagram with Hebrew letters Aleph, Heh, Ain, Mem, Vav, Tau (when there are no special directions in tractats on black magic then the letters must be

written in the counter clockwise order. The mentioned letters sum the word Ahamot, i.e. the Great Darkness)

If you don't make a mistake then Evil that has entered the statue will not be the attribute of reason, but merely a power, although very mighty, and your mind will direct it onto that which you consider needed to aim at, but be aware, that this power contradicts any help to anyone and any salvation of whoever's life and Abyzbel's wrath might defeat those who neglect this.

Use a lamp instead of a candle, here is its oil's composition:

Unsacred chrism, an ethiopian's fat, musk, amber, sulphur, powder of menta and some balms of Black Moon.

If you want to acquire the disposition of the powers of Darkness, then desecrate cross and holy gifts, and only then you may start the act. For the contemptible one who has created you must be truly overthrown by you, only then the possessors of Evil wisdom will condescend to you. And shan't you have Heavenly Father, but shall cognize the other Father.

That is the main condition of success. Never step aside from it.

ABOUT MAKING THE SACRED WAND OF VARARUM

There is no weapon mightier than it. Wand of Vararum points at the places where treasures are hidden and breaks spells cast on them. It might raise a dead one from the grave, by breaking any spell cast on it by any divine man. God trembles before possessors of the wand and never may touch them to doom them on eternal punishment in hell, therefore they will never die and will wander on earth even after the day of Judgement, for this day is for those who believe because of their stupidity only.

Take a chest bon of a black goat and prepare of it powder. Make bread of this powder, adding several drops of unbaptized infant. A part of this bread eat yourself, having abused god and the saints, another part give to a beggar and look that he eats it all. Then kill the beggar and having prayed to demons (i.e. pronounce one of invocational formulas, e.g. <Gekas Gekas>) tear out his backbone. It will be completely smooth, by its colour and brilliance it will resemble a blue topaz and it can be deflected with a little effort. Make it so that on the one edge there will be a hook, and another edge sharpen with the sacred dagger, pronouncing such words:

By the name of the stoned whore

By the name of the jew torn by dogs

By the dreadful name of a nightly murderer

By the name of Hamosh, the Devourer and the Bloodsucker

I initiate this wand and may the power of the nine enter it.

Also crucify a poor man on a cross of aspen and when he dies, quench the wand in the flame of red tree, and it will get tough and strengthened and will serve you. It can be fed with lonely wanderers' meat, at good will having visited you in search of lodging for the night.

Bell of the Wicked

I intend to reveal to thee, son of human, the methods of invocation of the Superior Spirits of Evil. One of them the ancestors of mine named <Bell of the wicked> in their notes. This is a great mystery that came from the Oriental countries to the land defiled by the vile power of the church of God.

In order that the Princes of underworld come and talk to you , you must cast a bell of human height in its size of red copper with small addition of gold that embellished a crucifix used in a black mass that has been dipped into a whore's vagina, and inside the bell you must hang a warrior captured in a battlefield dress in his own clothes with face to the east.

Around the bell, at its foot, there must be written the seven damned words:
SILUR VAREPTO VOKER VEISCAT ZENON TUVAILDAF KNOX

And let it be hung at some resemblance of a cant of gates of a big castle built of white stone twice high as human height, and placed so that the road between the columns leads to the west and to the east.

It is not easy to make a rope for the warrior, for it must be made of hair of a repenting woman sinner with addition of some werewolf's hair who had been taken unawares and killed in a human body.

As for the woman sinner, having her hair cut off, expose her for eternal damnation, i.e. with glowing iron you must carve on her forehead inverted sign Tau, rape and burn.



Make a rope of one elbow in length, and initiate it with the second demonic prayer from <Sinihias> by Verron.

(We dare to suppose that the text of the mentioned second prayer is identical to the text of often used in the operation of this kind <prayer of Verron> written in Ioachim the betrayer's <Tractat of heavenly warriors and messengers of the empire of the nine>:

VITTA YAS SEMETTU LELEH SAMMONNIA AZBENT LIRLEBR
TEITRINUMAS TBAT OERAFSAT HIMIM SKEDUR YIMMANAIM.)

The warrior must be hung up at night from Tuesday to Wednesday when the Moon is in the last quarter, and before the first quarter t no less than three days remain. May those who make it held him tightly, not that his body touches the bell by some earthly reasons and not by the will of Superior Creatures as it happens when all the rules are fulfilled. After three days passed, and no earlier, attend to this place and bring a cup of obsidian filled with black lamb's blood, stabbed on the eve of this day, and ten gold coins, the best if they are taken from a church treasury. Put on your head a crown of wild vineyard branch and start the act, that nothing similar can be on earth.

Stand with your face to the bell, in thirteen steps from the columns and first pronounce the great invocation, having mad the sign of four horns in the direction of the gates and cast the coins into the cup.

(unlike the less invocation : Gekas Gekas Este Bebeloy, the Great invocation sounds this way: Eidos Eidos Teifras Abua Tlinx. The sign of four horns is crossed arms on breast (left above right), the first and the fourth fingers are vertical. With gated Vlad names the mentioned by him <some resemblance of cant>, obviously meaning by it the occult sense of this construction.)

Then the blood wil start to boil in the cup and the bloody vapours will rise up to the sky, having acquired the shape of loop of rope. And before they are dissipated you must recite the main invocation, gifted, as it's said, by the Lords of Outer Circle to the founder of my tribe , i.e. the Enemy of God, Antichrist and the father of any blasphemy.

(Attila is meant here. The title of antichrist had been attributed to him in the middle ages by the church. As for worshipping of the demonic powers by abusing the god there are undisputable evidences that namely Attila for the first time used such methods and introduced the ceremony of black mass.)

Here it is:

RPTALVHRAGD KBRAGHIDAVRIAM
ZGHAZGSMLAARAL KRVAAR
ZHARAKATDHOR HORRGMEARDTKHAR
ASLAPHERROYEA NPHOOZZET
ZEAIN KRDYULTH
ZRAGLA GRIAR IFHRAGK
VZRLARBHAGM HLBLARVZOEADN
GHLARTZAARR ZLARTAR
AREORAEYAZN KVKLAHKTZ CYUA VGEIGHL
ZHMIRROEAUR

Then something astonishing will happen. The clouds will run on the sky with incredible speed, and the devillish wind will blow, it will cause the bell swing but won't make you fall down, even won't tear away the crown on your head, only when you don't fear it, otherwise you'll die. The sound of the collision of the warriors corpse with the bell is similar to a scream of one hundred of thousands of women while giving birth to monsters.

Soon the clouds will spread aside at the very zenith , and blinding light will be shed on you from above.

Some voice will say in all the languages of this earth of sin : *The Name of The One is Abyss*, and woe to thee when thou fear it and tremble, and thine feet will lead you backwards by themselves, no one will save thee, son of human.

And the Princes of the Dark will appear, similar to mist, radiating the shining of dried blood colour. Deathly is their breath, and dead is their stare, and one can't hide from it anywhere. And when fear also this time won't make you run away, you will rise upwards and cognize the most secret mysteries of Evil.

You will return to human world exactly in a week and see that the corpse of the warrior has faded completely away and only empty armour hang in his place.

After that you must destroy the gates and dig the bell into the ground along with the armour and the rope, so that no human hand ever touches them.

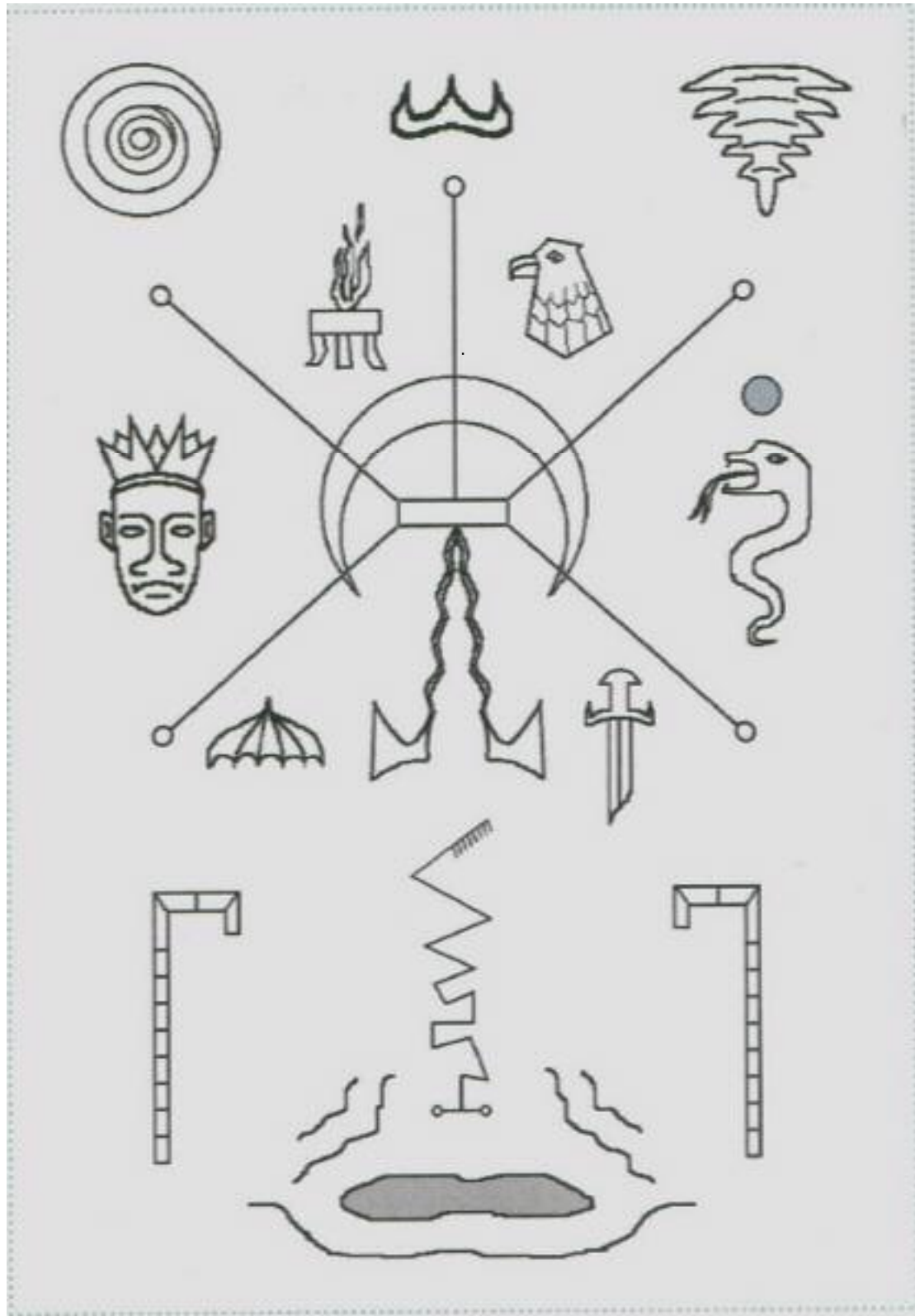
The other objects usually vanish with no trace, but the cup having many miraculous qualities may remain, or the crown, having been turned to gold , with its aid one may command demons. Having all the acts finished go into your house and don't worry anymore of anything, for even when you have returned empty handed, you won't lose the might acquired by you.

(In the book of Dagon a similar ritual is described, but it is so complex, that because of manifold of special terms, we still cannot translate its whole text, but something seems obvious, in this case, as in many others, the consequence of difficult operations featuring magical procedures of ancient times, in analogical rituals is replaced by the standart collection of blasphemies. Ioachi the betrayer in his <Tractat of Heavenly Warriors> very aesthetically explains such a state of things in such words: < Since son of God descended into underworld, he opened for mortals the road to hell, for anyone who mocks at him, easily goes by the path shown by him and get connected to the demonic powers. Thus the sacrifice of Christ made it so that a modern thaumaturg or wizard easily achieves the things that greatest necromancers of the past used to achieve with immense efforts, for nowadays the mysterious and hardly available substances and materials necessary for the latter are no longer needed. It's enough to desecrate the glory and the dignity of God in a certain way and the powers of Evil will open to a human and will collaborate with him, as if he made for that most complicated preparations which his ancestors used to make>.)

The Red Elixir or the Red Dragon

Arrange a hearth of red bricks on the bottom of an open grave of an executed criminal, placing them in eight rows, then place cow's excrements and entrails of an innocent child into an iron bowl, and heat it in the flame of the hearth till complete dryness and blackness. A corpse produced from the grave will be necessary to you, therefore keep it before holding the mystery.

Over the substance obtained, in the hour when faded Moon is in the union with Mars pronounce such words:



The ciphery illustration for the ritual, with its aid the <Tremalosh> adepts succeeded in translating the description of this procedure.

NEMERG YAZ HAOZ
RESSIZ TAUA NOTTA
ZARIE DET EXIM
AMTHORA AAL TAGGOT
KAINEO AYNIZ VIRMAO AID
TAYAR NEHHAT

Then overturn the bowl and strike it with your left hand, and its contents will drop down. Take it and get close to the mouth of the corpse, and right then the corpse will get enlivened and swallow the substance. Then you have to hold the corpse by its throat and shake it until it spits everything back into the bowl. The drool you must heat again on the hearth and after the evaporation of all the light substances from it you will obtain the bright red liquid. A drop of it, having fallen onto a piece of black quartz, evaporates instantly and you must be quick to inhale its vapors, then within the next thirteen years no weapon will cause you harm. You will be able to eat any food and drink any wine with no fear to be poisoned.